

ASSOCIATION DES CLUBS DE CRICKET DU SUD OUEST

National League 2010 : Match-Day Actions Version 1, 11th April 2010

1. Introduction.

France Cricket continue to delegate to ACCSO the administration of the League in the South West. That is, to ACCSO as a body and to your Secretary in particular. That's good news for Captains of ACCSO member-clubs: you are still being protected from the bulk of the national-level requirements. We even have our very own condensed set of tournament rules in English (although the original French-language rules will take precedence in the event of a dispute).

We do have an obligation to the national body to ensure that our two pools are properly managed; but we shall continue to meet our obligations without getting in the way of the game itself.

What follows is much slimmed-down version of what other regions will have to be doing. The "cost" to you is to make sure that these procedures of ours are followed diligently, so that your Secretary is not caught out as and when anybody comes asking questions about licences, scores, performances, or whatever..... Please do not let him – and yourselves – down.

2. Before the day of the match :

If either side wishes to postpone an upcoming match, you need to contact the Secretary of ACCSO (not Paris!) by e-mail, at least 7 days before the due date.

Send to accso.secretary@orange.fr

Captains and umpires will then be informed at least 48 hours before the originally-planned date.

3. On the day of the match :

3.1. Before the game :

- Captain of the home side

* **Be sure about pitch markings:** the regulatory markings (including off-side wide markings – see para 3.13 of the ACCSO rules for 2010) must be in place and clearly visible. The boundary should also be clearly marked and visible.

The umpires will verify all of this.

* **Have two new balls to hand,** as already supplied by France Cricket (as per para. 5.4 of the ACCSO rules).

- Captains of both sides

* **Prepare a team-list, as follows, and bring it to the match** (para. 5.2 of the ACCSO rules).

The iClub software gives you the possibility of preparing a "Roster"; but most clubs choose to print off a complete listing of all current licences. Tick off the names of your 11/12 players and bring this listing to the match.

This official listing enables all concerned to see that you are fielding only correctly licenced players and also highlights any junior members of your team (the listing shows date of birth).

Be prepared to show proof of *surclassement* (para. 5.3 of the ACCSO rules).

Be aware that the playing of unlicenced players or youngsters without *surclassement* will incur penalties (para. 2.1 of the ACCSO rules).

You can also give this listing to the scorers for correct scorebook name entries and, suitably numbered, it can also serve as a batting order.

*** Print off from the ACCSO Web site a copy of the Match-Day (“Feuille de Match”) form and bring this to the match** (to be completed after the match – see 3.3, below).

3.2. Before the Toss :

- Captains of both sides

*** Confirm with the opposing captain** that the winning captain (or his nominated deputy) will report the result and send in the necessary documents. Remember that penalties may be incurred if these pieces of reporting are not done or not done on time.

3.3. After the game and before the other side’s scorebook disappears !

- Captain of the winning side

*** Ensure that your scorebook is complete for both innings and is signed off by the umpires.** You will need to send off a copy of the pages for both innings, with all 22/24 players’ names clearly identified and verifiable against the iClub database – see para. 3.5, below.

- Captains of both sides

*** Complete 2 copies of the Feuille de Match** with the overall result and points allocated, in company with the umpires.

NOTE: See remarks about batting bonus points calculation rules at the foot of this document.

*** Sign the 2 copies of the Feuille de Match**, together with the umpires.

*** Winning side** to send to the Secretary of ACCSO, as per para. 3.5, below.

*** Losing side** to hold on to its copy.

*** You may now, if you feel the need, record any remarks about the umpiring,** to be sent separately to the Secretary of ACCSO by the captain(s).

3.4 By 21:30 on the day of the match.....

The winning captain must - personally or via a reliable nominee - do the following:
Report a summary of the result by e-mail:

Peter Townsend, Secretary of ACCSO, accso.secretary@orange.fr

Providing the following information:

- Date and location of match

- Who won toss and decision made
- First innings:
 - Number of overs bowled
 - Runs scored and wickets down
 - Best three (named) batsmen, better than 30 runs apiece
 - Best three (named) bowlers, at least 2 wickets apiece.
- Second innings: - same data as for first innings
- Result, including points awarded.

3.5 Within 72 hours of the end of the game (if by snail-mail, post-mark needs to show not later than end-of-day Wednesday after a Sunday game):

Captain (or reliable nominee) of winning side to send the following to Peter Townsend, Secretary of ACCSO:

- either to accso.secretary@orange.fr (preferred)
- or to La Bouzolle, 32340 Flamarens:

1. **Digital photo/Scan/photocopy** of your copy of Page 1 of the Feuille de Match, as completed and signed immediately after the match.
2. **Digital photo/Scans /photocopies** of the scorebook pages for both innings.

----- End or reporting requirements section -----

Batting bonus points

Paragraph 3.14 of the ACCSO version of the League rules for 2010 lays out points-per-run-rate but says nothing about how to calculate run-rate, at the risk of leaving the impression that you always divide runs scored by the number of overs bowled. What follows is the full position for calculating run-rates that determine batting bonus points (and even victory!):

a) Team batting first:

- * Run-rate is runs scored divided by 40
 - if they bat through the full 40 overs, with wicket(s) in hand at the end; OR
 - if they are all out inside the full 40 overs.
- * Run-rate in a reduced-overs game (say, of 34 overs applying to both innings, because of a start delayed by 45 minutes) is runs scored divided by 34:
 - if they bat through the 34 overs, with wicket(s) in hand at the end; OR
 - if they are all out inside the 34 overs.

b) Team batting second:

* If the second team overtakes the first-innings score within the allocated overs (whether full 40 or reduced – say, 34), run-rate is runs scored divided by actual overs batted.

* If the second team fails to overtake the first-innings score within the allocated overs (whether full 40 or reduced – say, 34), run-rate is runs scored divided by 40 (or, say, 34), regardless of whether they bat through to the end or whether they are all out before the end of the allocated overs.

The above are the principal permutations, but others exist. One such is the eventuality covered in paragraph 3.8.3 of the ACCSO version of the League regulations for 2010, where the weather prevents the side batting second from completing as many overs as in the first innings. In such a case, the match is abandoned, with 14 points to each side. No run-rate or other calculations are involved.

Peter Townsend
Flamarens
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